

System of Server-Client Distributed Computing using Passive Clients

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Abstract

Distributed computing may be achieved through a network protocol, such as Hypertext Transfer Protocol (HTTP), commonly referred to as "the web." The server for the distributed computer is a server-side program/script that creates client-side programs/scripts that are attached to the data requested by a client. The server also listens for responses, such as HTTP requests from the clients. The client-side programs/scripts perform parts of the overall calculation and respond to the server only if necessary. With enough traffic to a server that implements this system, the computing power of a supercomputer may easily be matched.

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